

ALIEN ELVES



*A Player Class for old-school fantasy games
including LABYRINTH LORD™*



Labyrinth Lord
Compatible Product

FROM ANOTHER WORLD

You knew you never should have stepped through that stone portal. One moment you're bravely travelling through the universe in an advanced spacecraft, the next you are stranded in a strange world of swords and magic. Still, you have found many noble causes to fight for in this "primitive" age. All the while, you hope to find a way back to your home in the space-time continuum.

Inside you'll find:

- *A full character class description (including new special abilities), for use with old-school games including LABRYRINTH LORD™*
- *Helpful charts to take your Alien Elf from level 1 to level 10*
- *Suggestions for incorporating Alien Elves into your campaign.*
- *Pregenerated characters at first and third level. Just print and play (or use them as NPC's)*

Gaming looks even sweeter from Sharp Mountain!

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ALIEN ELVES

by John Fredericks

Thank you for purchasing this product. Its goal is to help you bring a science fictional race into your fantasy campaign. On the following pages, you'll find: a complete description of the Alien Elf race, handy advancement charts, and suggestions for incorporating Alien Elves into your existing campaign. Also included are pregenerated characters at levels one and three. Just print them out for players, or use them as non-player characters.

If you enjoy this product, look for other releases from Sharp Mountain Games at <http://drivethrurpg.com>



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ALIEN ELVES

BACKGROUND: You were once a bold star explorer aboard an advanced spaceship. You visited many worlds and discovered new species and unknown cultures. On one mission, you ventured through an ancient stone gateway. After stepping through the misty opening, you found yourself on a strange world of swords and magic. Unfortunately, the portal seemed to have closed behind you.

You have adapted to your new life by disguising yourself as an “elf”, a local race that you resemble. This has helped you to fit in and find companions. You have also found a sense of purpose, adventuring to aid noble causes. However, all the while, you secretly search for any clue that may help you make your way back home.

DESCRIPTION: Outwardly, Alien Elves resemble traditional elves, but are proportioned more like humans. Their hair tends to be dark brown or black, and their complexions have the same range as humans. They are hardier than elves, and a bit more resistant to spell effects. They have a lifespan of about 150 years.

Alien Elves value rationality above sentiment, and can often seem cold and calculating to other races. They possess a biting sense of humor (though of course they would never laugh at their own jokes.) Alien Elves prefer stealth and negotiation to violence. However, when their companions or innocent beings are threatened, they can be formidable fighters. The prime requisite for an Alien Elf is INTELLIGENCE. An INTELLIGENCE score of 13 or greater will give an Alien Elf a 10% bonus to earned experience points.

RESTRICTIONS: Alien Elves use eight-sided dice (d8) to determine their hit points, and may advance to 10th level. They may wear any type of armor, and may use shields and any type of weapon. Alien Elves must have a minimum INTELLIGENCE score of 9. Additionally, they are vegetarians.

VEGETARIAN: If Alien Elves must eat meat to survive, they make a SAVING THROW VS. POISON. On a failed save, they suffer a -2 penalty to all ABILITY CHECKS, SAVING THROWS and ATTACK ROLLS until they are able to sleep for a full night's rest.

SPECIAL ABILITIES: Alien Elves have different special abilities than traditional elves. They include:

HEALING SLEEP: Alien Elves gain 1d6 hit points by putting themselves into an 8 hour trance. They may do this as their normal nightly rest. If they are awakened early, they do not receive this benefit.

PARALYZING ATTACK: Alien Elves can locate the nerve center of a human sized (or smaller) opponent and deliver a shock with their fingers. The opponent must make a SAVING THROW VS. PARALYSIS or collapse for 1d4 turns. If the Alien Elf is reasonably able to sneak up on an opponent *before* combat begins, they make their Paralyzing Attack as a standard melee attack. If they use their Paralyzing Attack during combat, they attack with a penalty. Note that the penalty decreases as the Alien Elf becomes more experienced

MIND READ: Alien Elves may join their minds with other intelligent beings. This requires that they touch the other being, and that both beings are calm and still. In general, Alien Elves will be very reluctant to forcibly *Mind Read* with an unwilling subject unless innocent lives are at stake. If a subject is unwilling, they make a SAVING THROW VS. SPELLS to resist the effect. If a subject is willing, they only make the Saving Throw if the Alien Elf tries to permanently change their memories. Note that as the Alien Elf becomes more experienced, the subject saves with a penalty to their Saving Throw.

JURY RIG: The alien elf may use simple materials to make weapons, tools, or devices. The alien elf must roll a percentile dice to see if they are successful, and the ability increases with experience. The devices must be within reason, and the GM has the final say.

On the following page, you'll find all the charts you need to create an Alien Elf. Simply roll or assign your ability scores, jot down the information from the charts, buy some equipment, and you're ready to play.

ALIEN ELF CHARTS

RESTRICTIONS

- Vegetarian

SPECIAL ABILITIES

- Healing Sleep
- Paralyzing Attack
- Mind Read
- Jury Rig

Level	XP	Hit Dice	Attack Bonus	Death Ray/Poison	Magic Wands	Saving Throws			Paralyzing Attack Penalty	Special Abilities		Roll need to hit AC									
						Paralysis/Petrify	Dragon Breath	Rod/Staves/Spells		Mind Read Save Penalty	Jury Rig	9	8	7	6	5	4	3	2	1	0
1	0	1d8	+1	12	13	13	15	12	-4	0	30	10	11	12	13	14	15	16	17	18	19
2	2,200	2d8	+1	12	13	13	15	12	-4	0	35	10	11	12	13	14	15	16	17	18	19
3	4,400	3d8	+2	11	12	12	14	11	-3	-1	40	9	10	11	12	13	14	15	16	17	18
4	9,000	4d8	+2	10	11	11	13	10	-3	-1	45	9	10	11	12	13	14	15	16	17	18
5	17,000	5d8	+3	10	11	11	13	10	-2	-2	50	8	9	10	11	12	13	14	15	16	17
6	35,000	6d8	+3	9	10	10	12	9	-2	-2	60	8	9	10	11	12	13	14	15	16	17
7	70,000	7d8	+4	8	9	9	10	8	-1	-3	70	7	8	9	10	11	12	13	14	15	16
8	140,000	8d8	+5	8	9	9	9	8	-1	-3	80	6	7	8	9	10	11	12	13	14	15
9	270,000	9d8	+6	7	8	8	8	7	0	-4	90	5	6	7	8	9	10	11	12	13	14
10	400,000	9d8+1*	+6	6	7	7	8	6	0	-4	95	5	6	7	8	9	10	11	12	13	14

*CONSTITUTION bonus no longer applies

INCORPORATING ALIEN ELVES INTO YOUR CAMPAIGN

AS PLAYER CHARACTERS (PC's): Alien Elves will generally try to pass themselves off as traditional elves. When and how they reveal the truth to their companions is up to the player and GM. Though their primary interest is finding a way back to their own world, they will participate in a wide variety of quests. They respect all life, and will adventure to remove any threats to good and innocent peoples. They are practical as well, and will participate in ventures whose purpose is pure financial. Even Alien Elves have to eat.

Helping them obtain information about interplanar travel can make a great character-based adventure. Actually travelling through such a portal can make a great capstone adventure to a campaign. If their companions wish to accompany them and perhaps adventure in this future time, that could create many memorable adventures.

AS NON-PLAYER CHARACTERS: Alien Elf NPC's can be a great source of adventure hooks. They may wish to hire the party to accompany them on a mission to find a way home. Alien Elves may have acquired some wealth by working as alchemists or apothecaries. They can serve as a patron for the group, funding multiple excursions into the unknown.

Also, who's to say that only one alien came through the portal? Alien Elves might hire the party to deal with their enemies who have entered this world. These ruthless beings may see the more primitive world as ripe for conquest.

PREGENERATED CHARACTERS

ALIEN ELF 1						9 hp	AC 6			
STR	DEX	CON	INT	WIS	CHA					
12	13	14	16	10	8					
Saving Throws										
DR/P	MW	TTS	DB	Spells						
12	13	13	15	12						
Weapons										
Sword: +0 (1d8)										
Bow: +1 (1d6)										
Gear										
Leather Armor, Sword, Bow, Healing Potion										
To Hit										
AC	9	8	7	6	5	4	3	2	1	
Roll	10	11	12	13	14	15	16	17	18	
Special Abilities/Restrictions										
- Paralyzing Attack (-4) - Mind Read Save Penalty (0) - Jury Rig (30%) - Healing Sleep - Vegetarian										
Languages: <i>Elvish, Orc</i>										

ALIEN ELF 3						20 hp	AC 4		
STR	DEX	CON	INT	WIS	CHA				
12	13	14	16	10	8				
Saving Throws									
DR/P		MW		TTS	DB	Spells			
11		12		12	14	11			
Weapons									
Sword: +0 (1d8)									
Bow: +1 (1d6)									
Gear									
Chain Mail Armor, Sword, Bow, Healing Potion									
To Hit									
AC	9	8	7	6	5	4	3	2	1
Roll	9	10	11	12	13	14	15	16	17
Special Abilities/Restrictions									
• Paralyzing Attack (-3) • Mind Read Save Penalty (-1) • Jury Rig (40%) • Healing Sleep • Vegetarian									
Languages: <i>Elvish, Orc</i>									

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